What is claimed is:

1   1.   A method for presenting a status of an object in a three dimensional graphic display,
2   comprising:
3   determining a value of a property associated with an object;
4   determining a status indicator associated with the property;
5   generating a status indicator representing the property associated with the object; and
6   displaying the status indicator relative to the object.

1   2.   The method of claim 1, wherein the status indicator has a translucent quality.

1   3.   The method of claim 1, wherein the status indicator has a reflective quality.

     4.   The method of claim 1, wherein the status indicator is depicted as a bar.

     5.   The method of claim 4, wherein at least one dimension of the bar represents the value of
     the property.

     6.   The method of claim 1, wherein the status indicator is depicted as a quantitative indicator.

     7.   The method of claim 6, wherein the quantitative indicator is a gauge.

1   8.   A method for presenting a user selected status of an object in a three dimensional graphic
2   display, comprising:
3   receiving a request to select a property of an object for display;
4   displaying at least one property which may be displayed for the object;
5   receiving a selection of a property;
6   determining the value of the selected property for the object;
7   generating a status indicator based on the value of the selected property; and
8   displaying the status indicator relative to the object.

1   9.   The method of claim 8, wherein the step of generating includes automatically
2   determining the form of the status indicator.

1   10.   The method of claim 8, further comprising receiving a selection from the user
2   determining the form of the status indicator.

1   11.   The method of claim 8, wherein the form of the status indicator is a bar graph.

1   12.   An apparatus for presenting a status of an object in a three dimensional graphic display,
2   comprising:
3   a processor;
4   a memory connected to said processor storing a program to control the operation of said
5   processor;
6   the processor operative with the program in the memory to:
7   determine a value of a property associated with an object;
8   determine a status indicator associated with the property;
9   generate a status indicator representing the property associated with the object;
10   and
11   display the status indicator relative to the object.

1   13.   An apparatus for presenting a user selected status of an object in a three dimensional
2   graphic display, comprising:
3   a processor;
4   a memory connected to said processor storing a program to control the operation of said
5   processor;
6   the processor operative with the program in the memory to:
7   receive a request to select a property of an object for display;
8   display at least one property which may be displayed for the object;
9   receive a selection of a property;
10   determine the value of the selected property for the object;
11   generate a status indicator based on the value of the selected property; and

12   display the status indicator relative to the object.

1   14.   An apparatus for presenting a status of an object in a three dimensional graphic display,

2   comprising:

3   means for determining a value of a property associated with an object;

4   means for determining a status indicator associated with the property;

5   means for generating a status indicator representing the property associated with the

6   object; and

7   means for displaying the status indicator relative to the object.

1   15.   An apparatus for presenting a user selected status of an object in a three dimensional

2   graphic display, comprising:

3   means for receiving a request to select a property of an object for display;

4   means for displaying at least one property which may be displayed for the object;

5   means for receiving a selection of a property;

6   means for determining the value of the selected property for the object;

7   means for generating a status indicator based on the value of the selected property; and

8   means for displaying the status indicator relative to the object.

1   16.   A computer-readable storage medium encoded with processing instructions for

2   implementing a method for presenting a status of an object in a three dimensional graphic

3   display, the processing instructions for directing a computer to perform the steps of:

4   determining a value of a property associated with an object;

5   determining a status indicator associated with the property;

6   generating a status indicator representing the property associated with the object; and

7   displaying the status indicator relative to the object.

1   17.   A computer-readable storage medium encoded with processing instructions for

2   implementing a method for presenting a user selected status of an object in a three dimensional

3   graphic display, the processing instructions for directing a computer to perform the steps of:

4   receiving a request to select a property of an object for display;

5   displaying at least one property which may be displayed for the object;

6   receiving a selection of a property;

7   determining the value of the selected property for the object;

8   generating a status indicator based on the value of the selected property; and

9   displaying the status indicator relative to the object.